COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Singer, Warrior	Singer

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
4	16	2

HEALTH MAXIMUM	CURRENT	DEFLECT
14		2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
5	ATHLETICS (STR)	●○○○○
6	HEAVY WEAPONRY (STR)	●●○○○
2	LIGHT WEAPONRY (SPD)	○○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
5	INTIMIDATION (WIL)	●●○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

WEAPONS

Axe - Melee
+6 vs. Physical (1d6 + 6 keen damage)
- *Thrown [20/60]: Throw this weapon as a ranged attack.*
- *Offhand: Offhand attacks only cost 1 focus*

EXPERTISES

[Cultural] Listener, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Weapon] Axe: You can benefit from this weapon's expert traits (included).

TALENTS

CHANGE FORM (▶▶▶)
While outdoors during a highstorm, change into any form you've unlocked. While in a form, you temporarily gain its benefits. You can only be in one form at a time.
Active Form: Warform

VIGILANT STANCE (▶)
While in this stance, reduce the focus cost of your Dodge and Reactive Strike reactions by 1, and you can enter a different stance you know as ▹. You can only be in one stance at a time. (**Note:** This character knows no other stances, but can gain stance talents as they level up.)

Other Abilities (calculations already included):
Forms of Resolve

Unlocked Forms
- **Warform** (painspren): Your Strength increases by 1, and your deflect value increases by 1 (doesn't stack with armor). Additionally, you can jump horizontally up to your movement, or vertically up to half that, without requiring an Athletics test.
- **Workform** (gravitationspren): Your Willpower increases by 1, and you ignore the effects of the Exhausted condition. Additionally, you can easily disguise yourself to pass unnoticed as a "parshman" in most human societies, though getting caught doing anything suspicious can out you.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Warrior (Soldier)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
4	16	2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

CHARACTER APPEARANCE

OTHER TALENTS & ABILITIES

ARMOR & EQUIPMENT

Listener Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*
Chain armor (Deflect 2) - *Cumbersome [3]: If your Strength is lower than 3, wearing this armor makes you Slowed and gives you a disadvantage on all Speed tests.*

Axe ×2

Military Kit
- Backpack
- Common clothes
- Waterskin
- Whetstone
- Blanket
- 10 days' worth of food rations
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 2

PURPOSE

OBSTACLE

GOALS

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NOTES

Within listener culture, "warrior" is less a profession and more a role one holds in time of conflict. Until recently, the will and technique necessary to attract the spren to enter warform was lost to time. However, recent conflict has pushed many listeners to become practiced in its use. Most listeners enter battle in **warpairs**, partnered with another listener they share a bond with. This is often their once-mate, but could be another listener they are very close with.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Athletics and 1 rank in Agility (increasing the modifiers by 1)
- The Flamestance talent

CONNECTIONS